Appl. No. 10/828,597
Amdt. dated July 2, 2007
Reply to Office Action of January 30, 2007

PATENT

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1   1.   (Currently Amended) A method of simulating game state changes

2   responsive to an interrupt condition in a computer-implemented racing game, comprising:

3   automatically generating an interrupt condition during game play of the racing

4   game at a first game state, the first game state having a first set of statistics for a plurality of race

5   participants ~~associated therewith~~;

6   responsive to said interrupt condition, interrupting game play and calculating a

7   second set of statistics for an interrupt interval, wherein the second set of statistics are associated

8   with a second game state representing the end of the interrupt interval for said plurality of race

9   participants, and wherein the second set of statistics are calculated by simulating events that

10 occur ~~after the first game state~~ during the interrupt interval based on the first set of statistics ~~so as~~

11 ~~to produce a second set of statistics associated with a second game state~~; and

12   resuming game play of the racing game in the second game state.

1   2.   (Original) The method of claim 1, wherein the interrupt condition is a

2   computer generated condition.

1   3.   (Original) The method of claim 2, wherein the interrupt condition

2   includes a user entered selection responsive to the computer generated condition.

1   4.   (Original) The method of claim 3, wherein the computer generated

2   condition includes a yellow flag cautionary event, and wherein the user entered selection

3   includes a decision to make a pit stop.

Appl. No. 10/828,597
Amdt. dated July 2, 2007
Reply to Office Action of January 30, 2007

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1   5. (Currently Amended) The method of claim 2, wherein the computer

2 generated condition is a randomly generated cautionary event including one of a crash, <u>a spinout</u>

3 <u>and</u> debris on the track <s>and [...]</s>.

1   6.-9. (Canceled)

1   10. (Original) The method of claim 1, wherein the first set of statistics

2 includes, for each race participant, one or more of remaining fuel, tire wear, vehicle wear, and a

3 relative order.

1   11. (Original) The method of claim 1, wherein the first set of statistics

2 includes driver attributes for each race participant.

1   12. (Original) The method of claim 11, wherein the driver attributes includes

2 at least one of aggressiveness, control and race history information.

1   13.-15. (Canceled)

1   16. (Original) The method of claim 1, wherein the first set of statistics

2 includes a first order of race participants, and wherein the second set of statistics includes a

3 second order of race participants different from the first order.

1   17. (Original) The method of claim 16, wherein resuming includes displaying

2 at least a portion of the race participants in said second order.

1   18. (Original) The method of claim 16, wherein resuming includes restarting

2 the race with the participants in said second order.

1   19. (Currently Amended) A computer-readable medium including code for

2 controlling a processor to simulate game state changes responsive to an interrupt condition

3 during a race in a racing game, the code including instructions to:

4   <u>automatically generate an interrupt condition;</u>

5   responsive to the interrupt condition, retrieve a first set of statistics for a plurality

6   of race participants from a database, the first set of statistics associated with a first game state

7   from a database in response to an interrupt condition;

8   interrupt game play of the racing game in response to said interrupt condition;

9   calculate a second set of statistics for the plurality of race participants, wherein

10   the second set of statistics are associated with a second game state representing an end of an

11   interrupt interval, wherein the second set of statistics are calculated by simulating simulate

12   events that occur after the first game state during the interrupt interval based on the first set of

13   statistics so as to produce a second set of statistics associated with a second game state; and

14   store the second set of statistics to the database.

1   20.   (Original) The computer-readable medium of claim 19, wherein the

2   interrupt condition is based on user input.

1   21.   (Original) The computer-readable medium of claim 19, wherein the

2   interrupt condition includes a user entered selection responsive to a computer generated interrupt

3   condition.

1   22.   (Original) The computer-readable medium of claim 21, wherein the

2   computer-generated interrupt condition includes a yellow flag cautionary event, and wherein the

3   user entered selection includes a decision to make a pit stop.

1   23.   (Currently Amended) The computer-readable medium of claim 19,

2   wherein the code further includes instructions to resume game play of the racing game in the

3   second game state.

1   24.   (Canceled)

1   25.   (Currently Amended) The computer-readable medium of claim 19,

2   wherein the instructions to automatically generate the interrupt condition code further includes

3   instructions to generate the interrupt event based on a portion of the first set of statistics.

Appl. No. 10/828,597
Amdt. dated July 2, 2007
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1 26. (New) The method of claim 1, wherein each set of statistics includes for
2 each of a plurality of race participants performance related statistics and attribute information.

1 27. (New) The method of claim 26, wherein the performance related statistics
2 includes for each race participant one or more of lap time, total time, and position relative to
3 each other race participant.

1 28. (New) The method of claim 26, wherein each race participant includes a
2 vehicle, and wherein the attribute information includes for each vehicle one or more of
3 aggressiveness of the driver, fuel level, vehicle wear, tire wear and suspension wear.

1 29. (New) A computer implemented method of simulating a complete race in
2 a racing game using game-related statistics, the method comprising:
3 downloading a first set of statistics for a plurality of race participants from a
4 remote server module in response to a request to simulate a complete race, wherein the first set
5 of statistics are associated with a beginning of the race; and
6 calculating a second set of statistics associated with an end of the race based on
7 the first set of statistics by simulating events that occur during the race,
8 wherein each set of statistics includes performance related statistics and attribute
9 information for each of the plurality of race participants.

1 30. (New) The method of claim 29, further including transmitting the second
2 set of statistics to the remote server module.

1 31. (New) The method of claim 29, wherein each race participant includes a
2 vehicle, and wherein the performance related statistics includes for each vehicle one or more of
3 lap time, total time, and position relative to each vehicle.

1 32. (New) The method of claim 29, wherein each race participant includes a
2 vehicle, and wherein the attribute information includes for each vehicle one or more of
3 aggressiveness of the driver, fuel level, vehicle wear, tire wear and suspension wear.

Appl. No. 10/828,597
Amdt. dated July 2, 2007
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PATENT

1   33.   (New) The computer-readable medium of claim 19, wherein the

2   instructions to retrieve include instructions to download the first set of statistics from the

3   database over a network connection, and wherein the instructions to store include instructions to

4   transmit the second set of statistics to the database over the network connection.

1   34.   (New) The method of claim 1, wherein the plurality of race participants

2   includes one or more computer controlled race participants.